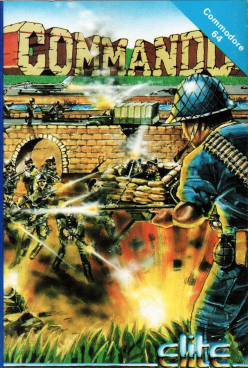Commodore 64

COMMANDO

COMMANDO

COMMANDO

Commodore 64

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Full instructions are printed on
the enclosed leaflet.

Les consignes complètes sont
imprimées sur la petite feuille
ci-incluse.

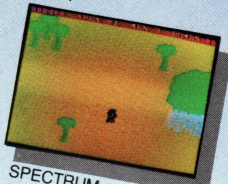Vollständige Anweisungen sind
in den beifügten Blättern
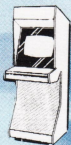gedruckt.

elite

COMMANDO

SPECTRUM

GAME FEATURES

Battling through enemy lines rescuing prisoners as you go make this coin-op conversion one of the most addictive games available.

- Frantic Arcade Action.
- Superbly detailed backgrounds.
- Totally Addictive.

AMSTRAD
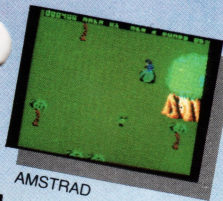
SPECTRUM

'Officially Licensed Arcade Game'

5 0121890 30010 0

Elite Systems Limited,
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England. Telex: 336130 ELITE G.
Consumer Hot Line: (0543) 414885

COMMANDO

encore

COMMANDO

Officially Licenced "Coin-op" Arcade Game.

© 1985 Japan Capsule Computers (U.K.) Ltd.
© 1988 Capcom U.S.A. Inc.

LOADING INSTRUCTIONS/INSTRUCTIONS DE CHARGEMENT/LADENLEITUNGEN

Spectrum
LOAD""

Commodore 64/128 (Cassette)
SHIFT & RUN/STOP

Amstrad/Schneider
RUN""

BBC
CHAIN""

Commodore C16
LOAD"COMMANDO"

Electron
CHAIN""

Guarantee This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading which are included. If for any reason you have difficulty in running the program and believe that the tape is defective, please return it directly to the following address:

Customer Services Dept., Elite Systems Ltd., Eastern Avenue, Lichfield, WS13 6RX, England. Telex 336130 ELITE G.

Our Quality Control Department will test the product and supply an immediate replacement at no extra cost. Please note that this does not affect your statutory rights.

CHRISTMAS
NUMBER 1
1985

COMMANDO

You are Super Joe the crack combat soldier of the eighties battling against all odds to defeat the advancing rebel forces. Equipped with only an M60 machine gun and six hand-grenades you carry out your lone crusade, forcing your way onto hostile territory. Motors, grenades and dynamite rain from the skies and explode around you. Enemy bullets fly past you in all directions, trenches, cliffs and lakes block your path. Rebel forces appear from caves, strong holds and troop carriers to stop your progress. You must show no mercy. You must not retreat. You must keep pushing yourself further and further into the enemy lines collecting supplies of hand grenades from defeated outposts, until you reach your final objective, the fortress.

Spectrum Controls

Keyboard:

9	- Left	0	- Right
2	- Up	W	- Down
7	- Fire	M	- Grenade

Joystick Compatible with Kempston, Int II, Cursor and Fuller.

Commodore 64/128 Controls

Joystick: Port 2   Grenade = Space Bar

Amstrad/Schneider Controls

Keyboard:

9	- Left	0	- Right
2	- Up	W	- Down
Z, M	- Fire	Space	- Grenade

Joystick Compatible.

BBC Controls

Keyboard:

Z	- Left	X	- Right
*:	- Up	?/	- Down
Return	- Fire	Shift	- Grenade

Joystick Compatible.

COMMANDO

Vous êtes Super Joe le soldat de combat crack de années soixante-vingt lutlant contre toutes forces supérieures pour vaincie les armées rebelles qui sont en brain de se porter en avant. Equipé seulement d'une mitrailleuse et de six grenades à main vous poursuivez votre croisade solitaire vous frayant un chemin dans la territoire hostile. Des mortiers des grenades et de la dynamite pleuvefnt des cieux et éclatent autour de vous. Des balles ennemies vous passent dans toutes directions, et des tranchées des falaissent des cavernes, des forteresses et des transporteurs de troupes pour arrêter votre progres. Vous devez vous pousser de plus en plus loin dans les lignes ennemies, recueillant des fourntitures de grenades à main des avant-posters ennemis vaincus, jusqu'à ce que vous arrivez a votre objectif final, la forteresse.

Spectrum Commandes

Tableau Muni De Touches:

9	- Gauche	0	- Droite
2	- Vers le haut	W	- Vers le bas
Z	- Tirer	M	- Grenade

Levier de commande. Compatible avec Kempston, Int II, Cursor et Fuller.

Commodore 64/128 Commandes

Levier de commande: Orifice 2   Grenade = Barre d'espacements

Amstrad/Schneider Commandes

Tableau Muni De Touches:

9	- Gauche	0	- Droite
2	- Vers le haut	W	- Vers le bas
Z	- Tirer	Barre	- Grenade d'espacement

Compatible avec levier de commande.

BBC Commandes

Tableau Muni De Touches:

Z	- Gauche	X	- Droite
*:	- Vers le haut	?/	- Vers le bas
Return	- Tirer	Shift	- Grenade

Compatible avec levier de commande.

G.B.H. presents

THE SHOOT 'EM UP CONSTRUCTION KIT

LOADING INSTRUCTIONS

Cassette

1. Turn on your computer.
2. Insert the SEUCK cassette into the cassette unit and press the Shift and Run/Stop keys.
3. The SEUCK will now load automatically.

Follow any on screen prompts for further instructions.

Disk

1. Turn on your computer and disk drive.
2. Insert the SEUCK disk into the disk drive.
3. Type 'Load "*",8,1 and press return. The SEUCK will now load automatically. Follow any on screen prompts for further instructions.

The Shoot Em Up Construction Kit:
An Introduction

S.E.U.C.K. will allow you to design and play your own shoot 'em up games. Once it has loaded, a screen will appear offering you the opportunity to load either the S.E.U.C.K. empty, or load one of the four games included in the package.

Once you load the SEUCK, the first screen you will be presented with is a list of sub-menus. They are selected by either typing the appropriate key, indicated to the right of the sub-menu, or by moving the joystick up and down to highlight each sub-menu in turn, and pressing the fire key. The best way of learning how you can change and enhance your game is to experiment with the four provided, and mess around with the various menus and sub-menus. In this way you will see how any action or change will alter the game. Each of the sub-menus will lead to a new list of commands that will allow you to affect the game in some way. Each is described in more detail below.

1. EDIT SPRITES

Sprites are the little beasties you see running about in all arcade games. The hero, the ship, the aliens, the bullets, the explosions-these are all sprites. Everything that moves is a sprite. Everything that is a sprite will move.

The Sprite Editor will allow you to colour, twist, turn and generally manipulate all of the 127 sprites you can use in your game however you wish. In this menu you will be offered the following options. (Pressing the space bar will take you from any of the sub sections below back to the main 'Edit Sprites' menu.

Select Sprite

Move the joystick up and down to select which sprite you wish to abuse next.

Edit Sprite

Now you can move the flashing square all over the grid and fill in the Pixels with your present colour by pressing fire.

Select Colour

Choose which colour to paint with next using this option. You are allowed three colours (plus the background colour used for erasing). You'll be lumbered with two of them for all of your sprites so make sure you want them. The third can be different on every sprite you design.

Edit Colour

Modify your present colour using the palette at the bottom of the screen.

Slide Sprite

This allows you to slide your sprite around in it's little box. Not much use, really.

Mirror Sprite

This allows you to reflect it in different directions.

Copy Sprite

Use this option to Copy a sprite you designed to another place. First it will ask you which sprite you want to copy from. Then it will want to know where to copy it to. It's as simple as that and incredibly useful when you want to do some animation.

Erase Sprite

This function comes in handy when you have designed something so appalling that there is no hope for it.

2. EDIT OBJECTS

Once you have designed a Sprite you must give it a role within the game. It may be the hero of your game or an enemy or perhaps a missile or explosion sequence. Each one of these Game Objects is given a number, for convenience You will find that the numbers are dedicated to particular Objects in the game (e.g. 00 is always player one, 01 is always the player one bullet, and so on).

Select Object

Select one of the 58 objects available for editing and modification.

Test Object

This is really for when you're getting near the end of editing an Object. It shows you how the Object will animate in the game.

Edit Colour

As we told you before, one of the sprite colours (colour 4) is changeable and can be different for each Object. This option allows you to redefine it to match your wallpaper, or whatever you wish.

Edit Sprite and Place

This option allows you to decide how your Object will animate. Select your Sprites, one at a time, from the Sprite Stock (top right of the screen) and arrange them in order in the middle. Now look at Actual Object and Hey Presto! A superbly animated, erm... thing.

Edit Anim Speed

Decide how quickly you want your Object to animate using this option.

Edit Anim Type

This option allows you to decide whether your Object will animate in a Sequence of up to 18 frames or whether its animation will depend on its Direction of Movement. Directional Hold will make your Object stay in its last position when the joystick is released.

Edit Enemy Bits

If the Object you are defining is an Enemy you will want to tell it how to behave in the game. Select this option and choose the characteristic you want to change. By holding down the fire button and moving the joystick you can alter the values which will determine:

Speed	of Movement
Points	when zapped
Hits to Kill	
Fire Type	arrows show direction
	R Random
	D Directional
Fire Rate	
Bullet Speed	
Explosion SFX	linked to SFX Editor
Bullet SFX	linked to SFX Editor
Explosion Object	linked to Enemy Death Object
Bullet Object	linked to Enemy Bullet Object
Result of Coll..	Enemy to Ship and Enemy to Bullet

Copy Object

This time saving option allows you to copy Object information.

3. EDIT BACKGROUND

The Background of your game is made up of little four pixel by eight pixel characters (known as 'chars') which are bolted together to make five character by five character blocks. These are slotted into the Map to create your very own landscape.

Select Char

Select one of the 254 chars from the char stock.

Edit Char

Paint the Char you have chosen in exactly the same way as you painted your Sprites.

Select Colour

Choose which colour to paint with next using this option. You are allowed four colours. This time you're lumbered with three for your whole Map (Colours 1,2 and 3). The fourth (block colour) can be different on every Block you design. The bad news is that the black colour can only be one of the first eight in the palette.

Edit Colour

Modify present colour using palette at the bottom of the screen.

Select Block

Choose a Block from the Block Stock for either Editing or slotting into the Map.

Edit Block

Deposit your chosen Char into your chosen Block at your chosen position.

Edit Map

Insert your Block into the Map wherever you desire.

Paint Block

This useful option shows a blow up of your Block and may be painted freely using the palette displayed. This enables you to do any fine tuning you think is necessary.

Copy Block

Select this option if you want to Copy a Block. The border will turn green. Press fire when you've found the Block you want to copy. The border will turn red and the block will glow. Press fire again when you have found the Block you want to copy to and your block will now reproduce itself.

Copy Char

If you want to copy a Char follow the same procedure as for copying a Block.

4. EDIT SFX

Whenever an enemy fires or explodes and whenever a player does something interesting a Sound Effect is triggered. This comprehensive sound mixing module allows you to tailor these sounds to your requirements.

Select SFX

This option lets you run through all 24 sounds and select the one you want to change.

Edit SFX

Fiddle around with the slider controls until the desired Sound Effect is achieved. The abbreviations are:

WVE	Wave Form
ATK	Attack
DEC	Decay
PIT	Pitch
SPD	Speed
TIM	Time

Copy SFX

If you accidentally create a Sound Effect that you are particularly proud of you will undoubtedly find that it's in completely the wrong place. Copy it across using this function.

5. EDIT PLAYER LIMITATIONS

This user-friendly option allows you to determine how Players 1 & 2 will react to every gut-wrenching situation.

Player 1

Use the technique you have previously perfected in Edit Enemy Bits to alter the values which determine:-

Player Enabled	Indicates whether Player 1 will be taking part.
Number of Lives	
Speed	Of Player 1's movements.
Number of Bullets	
Bullet Speed	
Directional Fire	
Bullet Duration	Determines how far each bullet will travel.
Collision with Char	To stop Player 1 travelling over impassable obstructions (e.g.. cactuses in "Outlaw") set this to the right number.
And Players will	If player 1 hits an impassable object choose the outcome - STOP or DIE.
Extra Man At	10000

Edit Play Area

Select this option and you will be faced with a critical decision - how Player 1 can move. Move the joystick to select which pair of cross-hairs to move. Press fire and move them to the desired position.

Edit Start Position

Move Player 1 around the screen to find a suitable place for him to start each game.

Player 2

Repeat all of the above for Player 2.

6. EDIT ATTACK WAVES

At last the time is right for putting your carefully designed nasties into the game. You must decide where they will go and what paths they will follow. Keep an eye on the memory UNITS FREE and remember that complicated flight paths just gobble up the memory and can turn your full price shoot' em up into a budget reject.

Insert Enemy

1. First select the **Enemy** required.
2. Press fire to summon up the **Map** - The word **Rough** will be printed below.
3. Move around the map and indicate roughly, by pressing fire, where you want the varmint to begin its movement.
4. You will now see the word **Fine** printed below.
5. Scroll the screen gently downwards to find exactly the right place for your **Enemy**.
6. Press fire to make your **Enemy** appear and move it into **Start Position**.
7. Press fire yet again to let it go.
8. Move the joystick around to show the route you would like the **Enemy** to take.
9. Press f7 to store the information.
10. It may take a short time for the computer to process the data.

Join Enemies

You may want to join some **Enemy** Objects together to make a **Bigger Enemy**.

1. Insert the first **Enemy** on the **Attack Wave** using the above method.
2. Select **Join Enemies** on the **Attack Wave** sub-menu.
3. Choose the next Enemy section to be joined
4. Find the first section using the **Rough/Fine** method and press fire when it appears.
5. The words **Link to What** will be printed at the bottom of the screen.
6. Position the cross-hairs over the first section and press fire.
7. The word **Offset** will be printed at the bottom of the screen
8. Locate the new section in the desired position and press fire.

Delete Enemy

To remove an unwanted enemy simply select this function and use the ROUGH/FINE method to find the redundant enemy. On pressing fire you will see a cross-hairs indicator. Place it over the enemy, scream "Eat Laser Pie Alien Filth" and press fire for instant removal.

7. EDIT LEVELS

This screen is one of the most technical looking and daunting. Don't be put off, it's very straightforward really. This option allows you to determine up to 22 different levels for your shoot 'em up. Each level may be Still, Automatically Scrolling or Push Scrolling and may span any area of the Map you have defined.

Edit Level Parameters

Move around the table displayed to choose the Parameter you want to change. By holding down fire and moving the joystick you can alter the values which will determine:

Type	Still, Scroll or Push
Speed	of Scrolling
Duration	of Still Screen
End of Level	what happens next: Redraw, Continue or Loop.

Edit Level Map

Set the beginning and end markers for each Level by selecting this option. Push the joystick down to view the beginning marker and up to view the end marker. To reposition the markers for each Level hold fire and move the joystick.

8. EDIT FRONT END

Edit Character Set

This is where the hard work ends and the fun really begins! With this little beauty you can completely change the style of the letters used in your beginning of game message and score indicators. Can hardly contain your excitement, huh? Well just plot those pixels and create those chars.

Edit Message

Use the joystick to position the flashing square and type in your opening message and credits.

Edit Message FX

Now move the joystick to select one of the 23 vibrant colour combinations to bring your opening message to life.

9 .TEST GAME

You can test your game at any stage of development by selecting Test Game. To pause press Run/Stop. To quit press Q when paused.

Proper Test

This is the real thing, what the punters will see.

Now just sit back and wait for the critical acclaim to come pouring in.

Cheat Mode

This enables you to test out the game from the last level edited with infinite lives.

10. STORAGE

Save or **Load** part or all of your data to tape or disk using this facility. Select the required option and follow the prompts.

Save Finished Game

Saves out a copy which will load as a separate game but will not reload the editor.

Saving to Disk

First, format a disk, and select the relevant option. Type the name that you wish to save it under, then before you press return, insert the newly formatted disk into the drive. When you press return the data will be saved. You will now be able to run your stand alone game by inserting the disk, and following the usual disk loading instructions.

Saving to Cassette

As above, select the relevant option, and then type the name that you wish to save under. Next, press return, insert the cassette you wish to save onto into the cassette unit, and press play and record.

Change Device

Toggle switches between tape and disk access.

APPENDIX: GLOSSARY OF TERMS

Animation

A sequence of **Sprites** run in a set order to give the impression of movement.

Block

An arrangement of 25 **Characters** into a square..

Character

A square of 4 x 8 **Pixels**. The basic unit of currency in computer graphics.

Character Set

All the alphanumeric digits, each designed within a single Character.

Editor

A utility to help you design a particular aspect of your game.

Frame

A single stage of an **Animation** sequence.

Front End

Everything that takes place before the zapping begins.

Map

A selection of Blocks arranged to make a game **Background**.

Pixel

A single unit of colour which combines with others to make any graphic image.

Scrolling

A technique which moves the image on the screen in a way which gives the impression of a moving landscape.